

DEPOSIT

The law requires Malaysian citizens to deposit \$200/— per person prior to entering the Casino.

DRESS

For Gentlemen, Long Sleeve Batik Shirt or Long Sleeve Shirt with Tie or Shirt and Jacket or Bush Jacket. Patrons wearing hats/slippers are not allowed into the Casino.

FIREARMS

All guests who are in possession of firearms, kindly deposit them with our Security Department before entering the Casino.

AGE FOR ADMISSION

Persons under the age of 21 years are not allowed into this Casino.

The House reserves the absolute right while the Rules and Regulations hereinbefore mentioned remain in force to alter or amend the same at any time without prior notice.



GENTING BERHAD MALAYSIA

Genting Highlands Resort

Hotel Reservations: Tel: 03-812345

Enquiries: Tel: 03-811118 Telex: MA 30482

Genting Highlands Tours & Promotions Sdn Bhd

2nd Floor, 79B, Jalan Bukit Bintang

Kuala Lumpur 06-24, Malaysia.

Tel: 03-412322 Cable: GENTOTEL-KL

Telex: GHTP MA 32324

CASINO DE GENTING



GAMING GUIDE



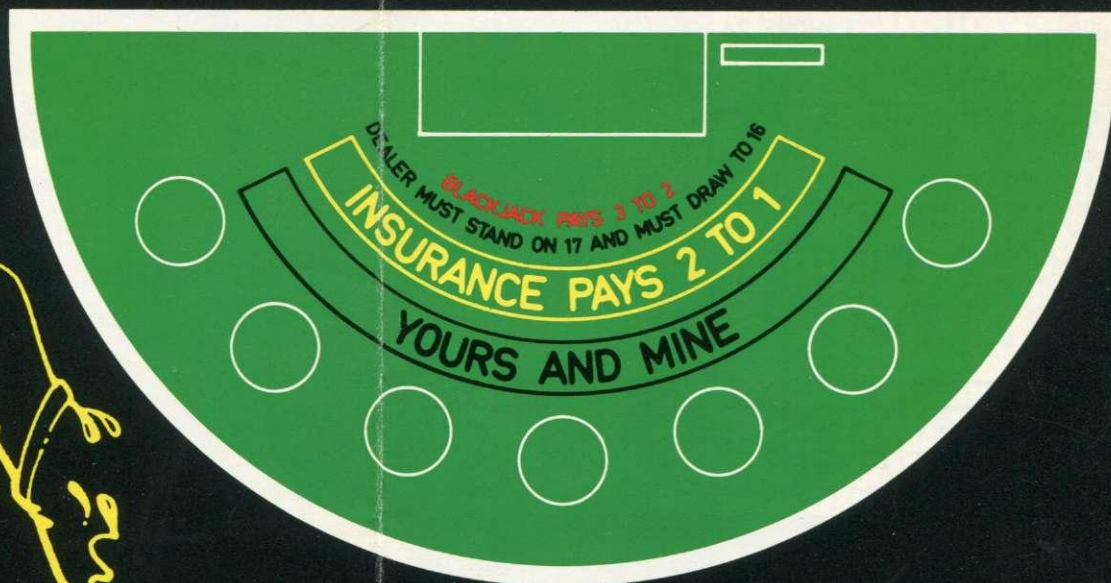
BLACKJACK OR '21'

The object of this game is to draw cards totalling 21 or as close to 21 than those held by the Dealer. Picture cards count 10, other cards count at their face value except the Ace which counts 1 or 11, if you choose.

The Dealer deals two cards to each player face-down. For herself, her first and second cards face-up. If her initial card is an Ace, then her second card is face-down.

Pick up your cards immediately, determine their total value and decide, whether or not, you need additional cards. Then place your cards on the table. If you have an Ace with any 10 or picture card, you have Blackjack. The Dealer pays you 1½ times the amount of your bet unless the Dealer also has a Blackjack (in which case, it is a "Push") — neither wins.

When the Dealer's first card is an Ace, you have the option of taking "Insurance" (amounting to ½ of your original bet) against her having Blackjack. If you don't have Blackjack, you may ask for a "hit" each time which means you require another card. You may draw as many cards as you like, one at a time, to improve your hand but if you go over 21, you "bust". If you do not want a "hit", you may "Stay" by placing your cards face-up under your bet. After all players have "Stayed", the Dealer shows her face-down card (only when her initial card is an Ace) and "Stays" or draws more cards as is necessary. The Dealer must draw up to 16 and stand on 17.



Terms Used in "21" — Blackjack

"Blackjack or Natural 21"

- a combination of an Ace with a 10 or a picture card.

"Soft 21"

- where the sum value of your cards in hand, other than the first initial two cards, total 21. It shall be deemed a "Soft 21". A Blackjack or Natural 21 takes precedence over a Soft 21.

"Bust"

- when you draw cards that add up to 22 or more.

"Hit"

- you wish to draw additional cards.

"Insurance"

- an option to the players when Dealer's first card is an Ace. Players may buy "Insurance" bet (up to ½ of the original bet) against the Dealer having Blackjack. If Dealer does have Blackjack, the "Insurance" bet is paid 2:1. If Dealer does not have Blackjack, the Dealer takes the "Insurance" bet and the game continues.

"Stay or Stand"

- you wish to have no more cards, indicated by placing your two original cards face-up under your bet.

"Push"

- you have the same count as the Dealer — neither wins.

"Even Money"

- when Dealer has an Ace showing and the player has Blackjack, the player may request the same amount as his bet before Dealer shows her face-down card. Otherwise, if Dealer has Blackjack, it is considered a "Push". If Dealer has no Blackjack, she pays 3:2.

"Split"

- any initial pair of cards that can be "split" into two different hands. The amount of bet to be placed in the new hand shall equal that in the original hand. No hand can be "split" more than twice into more than 3 hands and player must at least draw 1 card for each hand and each hand shall not be entitled to draw more than 5 cards. In an Ace pair "split", player can draw only 1 card.

"Five Cards Rule"

- in any hand where a player has drawn up to 5 cards and the count is 21 or less, he may claim for ½ payment for his bet before the Dealer shows her face-down card. If no claim is made by the player when he has drawn 5 cards which do not amount to a "bust", the game shall proceed to its normal conclusion. In any event, the player shall not be entitled to draw more than 5 cards.

"Double-Down"

- when the value of the initial two cards totals 11, the player can "double-down" with equal amount as his original bet and must draw only 1 card provided he does not have Blackjack or Natural 21.

"Surrender"

- a player may surrender his hand by giving up ½ of his bet provided Dealer's first initial card is not an Ace. "Split" hands cannot be surrendered separately but must be surrendered together with the original hand.

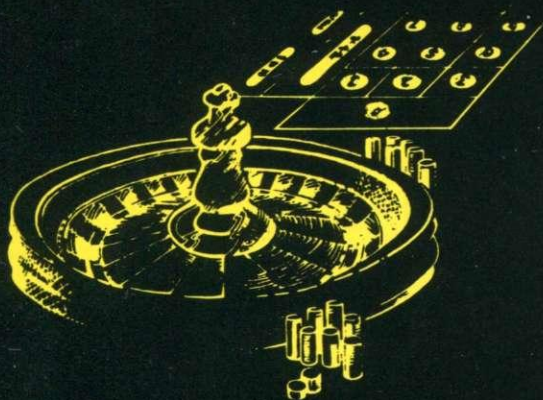
"Yours & Mine"

- any balance chips which cannot be divided is used as bet for the next game by putting it in the "Yours & Mine" column.

"Burnt Cards"

- all cards suspended for use in the course of the game, as in the case of cards overdrawn by the Dealer, subject to a limit of not more than 2 cards.

ROULETTE



The object of this game is to bet on a number, combination of numbers, Red or Black colour, or Even or Odd bets.

The game begins when the Spinner spins the wheel in one direction and a small white ball on the inside of the bowl in the opposite direction. When the ball slows and is about to fall, the Dealer will say, "No more bets" and additional bets will no longer be accepted. The number and colour of the slot that the ball falls into, is the winning number and winning bets are paid out accordingly.

Roulette bets are as follows:— PAYS

Single Number Bets: 35 to 1

Split Bets (Any one of the two numbers): 17 to 1

Street Bets (Any one of the three in a group): 11 to 1

Square Bets (Any one of the four in a group): 8 to 1

Bridge Bets (Bet on red or black colour either on the first 12, second 12 or third 12. The total bet must be divisible by 6): 5 to 1

Line Bets (Any one of the six in a group): 5 to 1

Dozen Bets (12 number bets): 2 to 1

Red or Black colour/1-18 or 19-36/
Even or Odd Bets: 1 to 1

Different coloured chips are given to each player to identify one player's bets from another's.

When you finished playing, exchange your playing chips for cash chips which should then be cashed at the Main Cashier's Counter.

1 to 18	1st 12		0	
		1	2	3
		4	5	6
EVEN	1st 12	7	8	9
		10	11	12
		13	14	15
RED	2nd 12	16	17	18
		19	20	21
		22	23	24
BLACK	2nd 12	25	26	27
		28	29	30
		31	32	33
ODD	3rd 12	34	35	36
19 to 36	3rd 12			
		2 to 1	2 to 1	2 to 1

'SINGLE NUMBER'
Pays 35 to 1 on any single number, including 0.

'SPLIT'
Pays 17 to 1 on either one of two numbers.

'STREET'
Pays 11 to 1 on any one of three numbers in a line.

'SQUARE'
Pays 8 to 1 on any one of four numbers in a group.

'LINE'
Pays 5 to 1 on any one of six numbers in a group.

'BRIDGE BET'
See definition.

'EVEN MONEY' - Any number on Red, Black, Even, Odd, 1-18 or 19-36. Pays 1-1.

DOZEN - Any number on 1st, 2nd, or 3rd twelve. Pays 2 to 1.

COLUMN - Any number in a column of twelve. Pays 2 to 1.

BACCARAT

The object of BACCARAT (pronounced BAA-CAA-RAH) is to bet that the Banker's side or the Player's side will achieve a score closer to 9 than the other side.

This game is played with 6 or 8 decks of cards, shuffled by the Croupier and cut either by a Player or a Croupier. A Croupier then inserts an indicatory card into the whole pack of cards (near the bottom of the pack above roughly the last dozen odd cards) which is then put into the "Shoe".

When the indicatory card shows up, it means that the last game of the shoe is reached after which another shoe commences and so on.

Before the game starts, the first 6 cards are exposed to determine which side wins, ie. "Banker" or "Player". The exposed cards are then put into a card-holder.

2 cards are dealt face-down to each group in the following order — the 1st card to the Player, the 2nd to the Banker, the 3rd to the Player and the 4th to the Banker. Only one more card (dealt face-up) may be taken by either side, governed by the "Table" provided.

The Player draws first. If a card is inadvertently dealt out of turn or if a card is drawn or not drawn in contradiction to the "Table", the mistake, when noticed, must be rectified by giving the misdealt card to the group entitled to receive it by the order of the deal or according to the "Table".

Picture cards and 10 and combinations totalling 10 do not count. An Ace counts as 1. All other cards have their numerical face value. Nine (9) is the highest count, eight (8) the second highest and so on in descending order. The holder of the higher count is the winner. If the counts are the same for both Banker and Player, it is a tie or "Push" and the game shall be played again until one group wins.

The player who places the biggest bet has the right to hold the dealt cards, which, however, must not be held away from the table.

Players have the choice to bet for or against either Player or Banker. When the bets on Banker and Player do not match, the House will take up the difference up to a maximum to be decided by the House on each game.

When Banker wins, the House takes a commission of 5% on each game.



TABLE
PLAYER

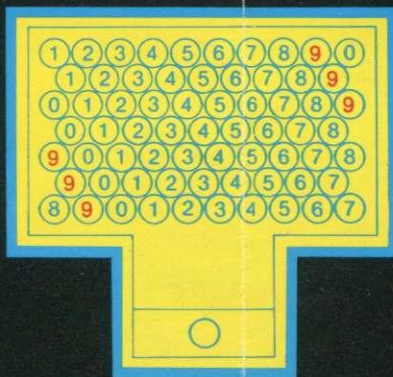
HAVING	
1-2-3-4-5-10	Draws a card
6-7	Stands
8-9	Natural — Banker cannot draw

BANKER

HAVING	Draws when 3rd card of Player is:	Does not draw when 3rd card of Player is:
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-10
7	Stands	
8-9	Natural — Player cannot draw	
0-1-2	Draws a card	

FRENCH BULL

1	1	2	3	4	5
WINS					
8	6	7	8	9	0
1-2	1 4 7	2 5 8	3 6 9		



The game is played with the House as Banker and the players playing against the House by staking chips issued exclusively by the House.

The game begins with the House providing a small rubber ball to any bettor to roll it down the trough into the numerously numbered tray, which numbers consist of 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9. When the ball rolled comes to rest on any of the said numbers, the number so designated shall represent the draw of the game.

The layout for staking bets is illustrated herein — on the left.

Three dice are shown. The top die shows 1, 2, and 3. The bottom-left die shows 1, 2, and 5. The bottom-right die shows 3, 4, and 6.

Play begins after the 3 dice limited for the game are juggled no less than 3 times by a mechanical device in a glass concealed casing with an opaque cover at the gaming table by a dice puncher assigned for the

The concealed casing shall only be uncovered by lifting the opaque cover after the bell has rung and the result of the draw is indicated on the faces of the dices facing up.

The layout for staking bets is illustrated hereinbelow:

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KENO

The rules for playing the Keno game and the Payoffs for winning selections are available at the Keno Counter.



SLOT MACHINES

Coins to play Slot Machines can be purchased from the Change Booth.

